EA SPORTS™

CRICKET 2004

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers and Games Hotline Numbers.

SLES-52123

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 3835KB minimum • Multitap (for PlayStation®2) adaptable: 1-4 Players
• Analog Control Compatible: analog sticks only • Vibration Function Compatible

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Starting the Game

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button. The disc tray opens.
4. Place the *EA SPORTS™ Cricket 2004* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Insert your memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.

Note: The memory card (8MB) (for PlayStation®2) is only supported in MEMORY CARD slot 1.

Note: You require at least 3835KB of free space on your memory card (8MB) (for PlayStation®2) in order to save *EA SPORTS™ Cricket 2004* game data.

Note: Data is auto-loaded upon boot-up when *EA SPORTS™ Cricket 2004* data is present on the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

Note: *EA SPORTS™ Cricket 2004* does not support a digital controller.

Note: For Multiplayer games, each participating player requires a controller. To play with 1-4 Players, a multitap (for PlayStation®2) is required and must be inserted into controller port 1 of the console. The controllers must then be connected sequentially to controller port 1-A, controller port 1-B, etc. If you are using a memory card (8MB) (for PlayStation®2) it must be inserted into MEMORY CARD slot 1-A of the multitap (for PlayStation®2).

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Basic Command Summary

Menu Controls

Navigate the menus in *EA SPORTS™ Cricket 2004* using the following controls:

ACTION	CONTROL
Highlight menu item	Directional button/left analog stick
Cycle between choices	R1 button/L1 button
Back to previous screen	▲ button
Select	✖ button

Game Controls

These are the controls for the basic actions performed in open play during a match (for a list of complete controls, see *Complete Game Controls* on p. 6).

Note: Where the left analog stick is mentioned, the directional button can also be used.

Batting

ACTION	CONTROL
Pause game	**START** button
Move batsman/Direct shot	Directional button/left analog stick
Back foot shot/shortcut	▲ button
Front foot shot/shortcut	✖ button
Play no shot/Duck/Cancel run	■ button
Power boost (when playing a shot)	L1 button
Advance down wicket shot/start run	● button

Note: When playing an attacking shot, directional button/left analog stick to choose the shot.

Note: To make a further run, press the ● button again before the batsmen reach the crease.

Bowling

ACTION	CONTROL
Start a delivery	✖ button/● button/▲ button/■ button
Position bowling cursor/ movement marker	Directional button/left analog stick
Stop the bowling meter filling up	✖ button/● button/▲ button/■ button

Setting Up the Game

Select User Profile

Directional button **UP/DOWN** and press the ✖ button to select a User Profile to use in the game. The selected profile, along with its saved preferences and settings, is loaded. To play *EA SPORTS™ Cricket 2004* without a User Profile select NONE and press the ✖ button (you will not be able to save your Tournament progress or preferences without one).

Creating a New User Profile

To create a new profile, select EMPTY (if there are unused profiles available) and press the ✖ button. Then, directional button and press the ✖ button to select each character of the name you wish to create for your User Profile (select DELETE to delete the last character) and select DONE when you have finished. Confirm at the prompt and your profile is created.

Main Menu

Directional button **UP/DOWN** to highlight one of the following options and press the ✖ button to select it:

PLAY NOW:	Get onto the pitch as quickly as possible (see *Play Now* below).
GAME MODES:	Take part in one of the many available domestic and international tournaments (see *Game Modes* on p. 10), Load a previously saved Season or Tournament (see *Loading Tournaments* on p. 17) or hone your skills in the Practice Nets (see *Practice Nets* on p. 13).
OPTIONS:	Change game settings to suit your preferences (see *Options* on p. 13).
TEAM MANAGEMENT:	Create and edit new players (see *Team Management* on p. 14).
HALL OF FAME:	View your achievements and tournament successes (see *Hall of Fame* on p. 16).
EA SPORTS™ EXTRAS:	View the *EA SPORTS™ Cricket 2004* credits and other EASPORTS titles available this year.

- To exit from the game, press the ▲ button.

Play Now

Select PLAY NOW from the Main Menu to play a game between teams of your choice in any of *EA SPORTS™ Cricket 2004*'s vast array of stadiums. In the Play Now screen, directional button **UP/DOWN** to skip between team options. Directional button **LEFT/RIGHT** to highlight the home and away sides and press the **L1/R1** button to cycle between choices. Each team's abilities are displayed under their name. When you have selected the desired teams and fielding, select CONTINUE and press the ✖ button.

Change Details Screens

In the first Change Details screen, directional button **UP/DOWN** to move between countries and stadiums and press the **L1/R1** button to highlight your choices. When you have chosen your venue, select CONTINUE and press the ✖ button. In the second screen, directional button to highlight the match conditions you wish to change – pitch type, weather, temperature and number of overs – and press the **L1/R1** button to cycle between the options available. Select CONTINUE when you are happy with the match conditions.

Controller Select Screen

The Controller Setup screen allows you to select which team you wish to control and how many players are playing on each user-controlled team. If there is more than one player, you can choose to play co-operatively or in opposition. Depending on your choice, directional button **LEFT/RIGHT** to position your controller icon to the left (home team) or right (away team) and press the ✖ button to confirm.

Note: A team without a controller icon underneath it when you exit the screen will be controlled by the CPU.

Playing a Match

After selecting START the match begins and the following menu options are displayed:

START: Begin the match.

TEAM: Change your starting line-up.

OPTIONS: Turn the Vibration function ON/**OFF**, decide whether you wish the Fielding and Running Scanners to be displayed, switch Run Assist and Ball Marker ON/**OFF**; adjust the SFX Level, Commentary Level and Crowd Level and turn the Menu Sound ON/OFF.

QUIT: Exit the current game and confirm to return to the menu screens.

Once the match begins the current match conditions are displayed and the team that has won the coin toss is displayed. The team that won the toss can choose to bat or bowl first.

End of Over Screen

At the end of an over, a summary screen appears. Directional button **UP/DOWN** to highlight one of the following options and press the ✖ button to select it.

RESUME: Resume the current game.

CHANGE BOWLER: Select a new bowler for the next over.

REPLAY: Watch a replay of the match in progress (see *Replay Controls* on p. 16).

CAMERAS: Use the **L1/R1** buttons to cycle through the Bowling and Fielding cameras. Press the ▲ button to return to the End of Over screen.

STATISTICS: View an up-to-date record of scoring from the game so far.

OPTIONS:	Turn the Vibration function ON/**OFF**, decide whether you wish the Fielding and Running Scanners to be displayed, switch Run Assist and Ball Marker ON/**OFF**; adjust the SFX Level, Commentary Level and Crowd Level and turn the Menu Sound **ON**/OFF.
SAVE:	Save the current game.
QUIT:	Exit the current game and confirm to return to the menu screens.

Complete Game Controls

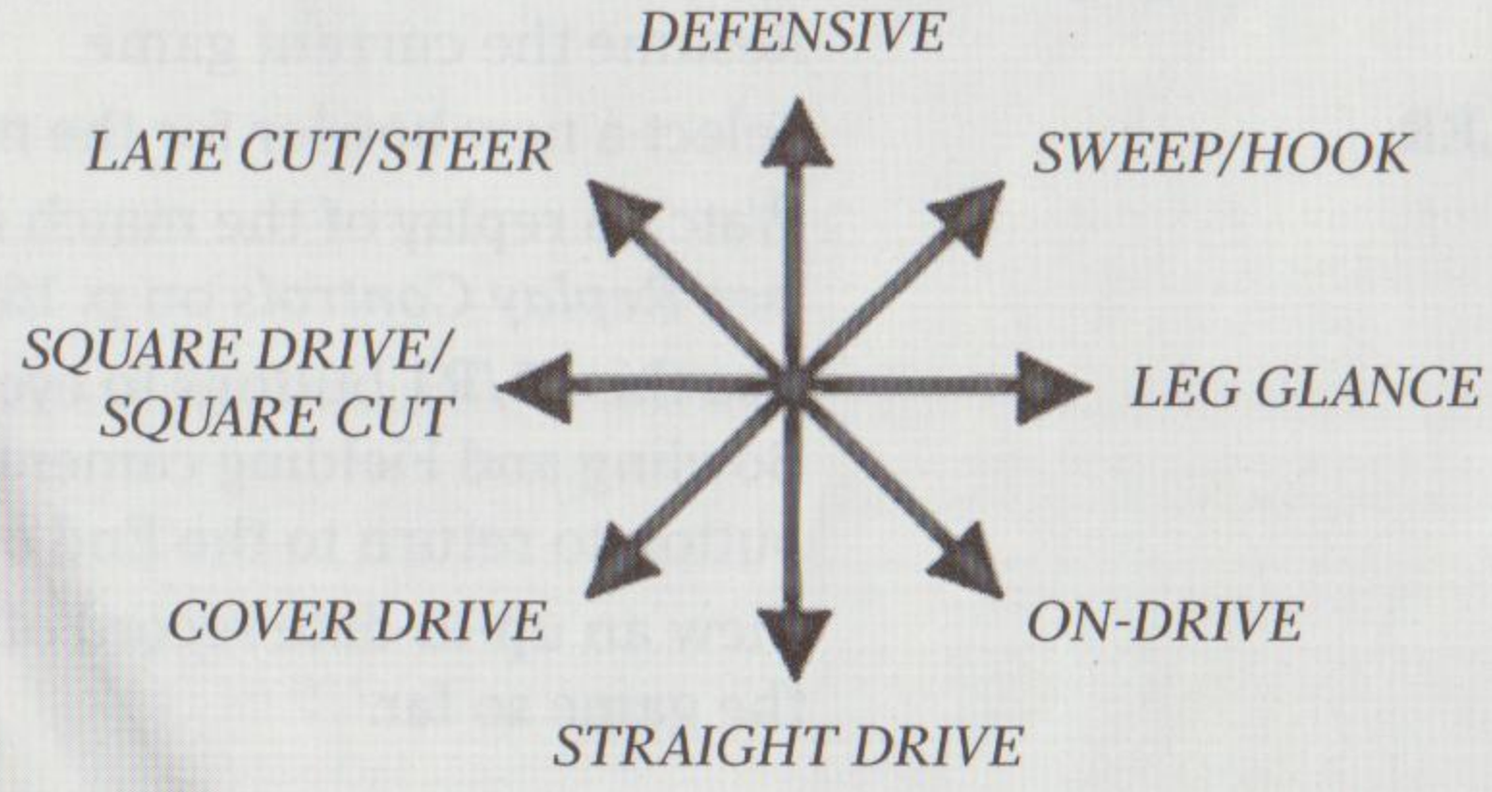
Note: Press the **START** button to pause the game.

Batting

Line up batsman	Directional button/left analog stick **LEFT/RIGHT**
Front foot shot/ready for delivery	Press the ✖ button + Directional button/ left analog stick
Back foot shot	Press the ▲ button + Directional button/left analog stick
Advance down wicket shot	Press the ● button + Directional button/left analog stick
Play no shot/Duck	Press the ■ button
Start run	Press the ● button. Press the ● button again before the batsmen reach the crease to run again.
Add power to shot	**L1** button

Note: Press the ✖ button/▲ button to play a front foot/back foot defensive shot.

Note: Press the ● button again before the batsmen reach the crease to run again. Press the ■ button to abort the run.



- Press the relevant shot button and push the left analog stick to perform these shots.

Note: These directions are mirrored for a left-handed batsman.

You cannot win any match without scoring runs, so it's paramount you learn to bat and use your batsmen to the best effect. The following basic procedure applies to every delivery:

1. Press the ✖ button to signal that you are ready to face the next delivery.
2. Watch the bowling cursor to see where the ball is going to pitch.
3. Directional button/left analog stick **LEFT/RIGHT** to line up the batsman.

- The bowler begins his run-up, towards the end of which the batsman can no-longer move.
- As the bowler begins his run-up, press the **L2/R2** buttons to look left and right (from a first-person perspective) so that you can see where there is space in the field to place the perfect shot.

Batsman Confidence

4. Choose the best shot to play. Hit a fantastic shot and watch the confidence of your batsman soar!

- Press the ✖ button/▲ button and direction button/left analog stick **UP** to play a defensive shot.
- Press the ✖ button (front foot shot)/▲ button (back foot shot)/● button (advance down wicket shot) and direction button/left analog stick to play an attacking shot (see the diagram on p. 6 for an explanation of the different shots you can play).
- To play no shot or duck, press the ■ button.
- To add power to your shot, press the **L1** button.

5. If there is a run available, press the ● button (press the ● button again before the batsmen reach the crease to run again).

- Press the ■ button to abort the current run.
- If there are two players controlling the two batsmen then both players will need to press the ● button to run.
- Continue batting through the order until the end of your innings or until you lose all your wickets.

Bowling

Select delivery	▲ button/● button/✖ button/■ button
Move the ball cursor	Directional button/left analog stick **LEFT/RIGHT**
Adjust the amount of spin/cut	Directional button/left analog stick **LEFT/RIGHT**
Power	Press the ✖ button/● button/▲ button/■ button when the sweet spot on the power meter is reached (see below)

Effective bowling is a vital factor in winning a match. There are three steps to follow when bowling:

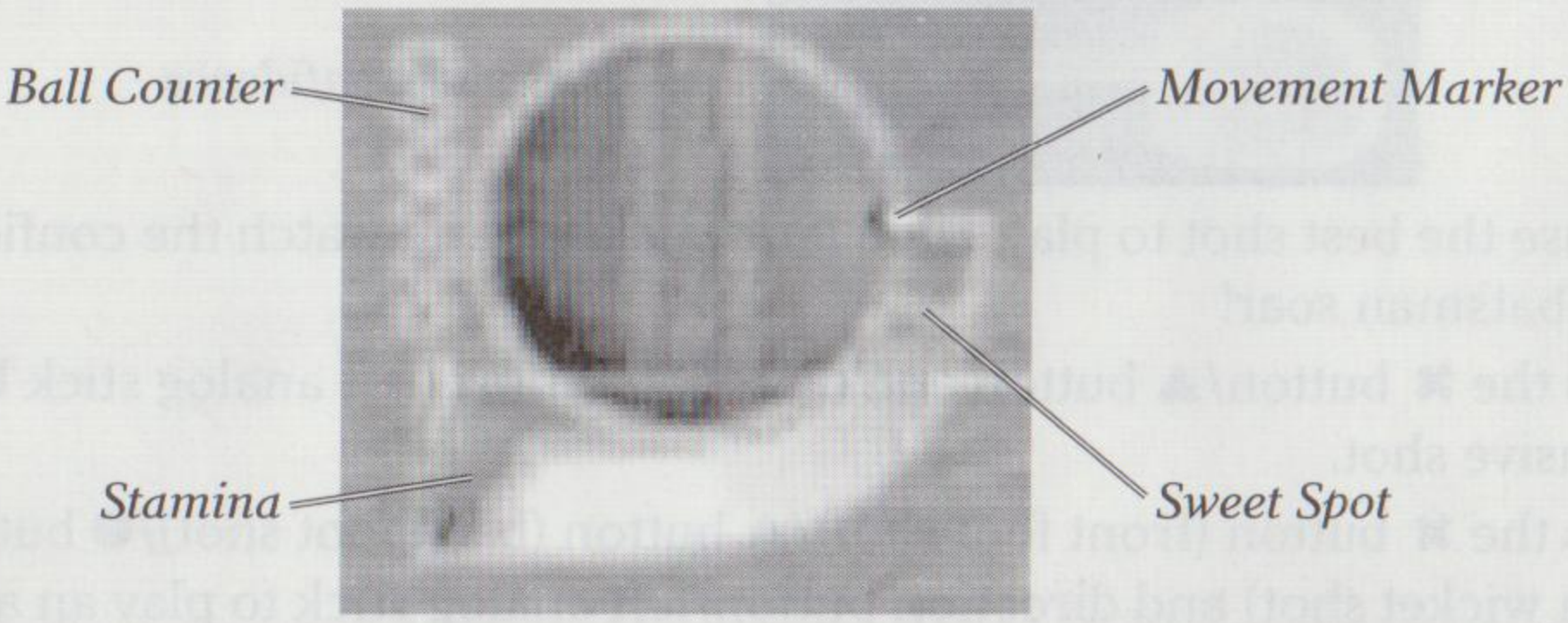
1. Select a delivery by pressing the ▲ button/● button/✖ button/■ button(see *Ball Delivery Selection* below for full details)

2. Directional button/left analog stick **LEFT/RIGHT** to position the bowling cursor. This will determine where the ball will pitch. Less skilful bowlers have a larger cursor because it is harder to predict where the ball will pitch.

   Note: You have a limited time in which to position the bowling cursor - after that time it cannot be moved.

3. Once the bowler has started his run-up, the power meter begins to fill up. Press the same button again (✖ button/● button/▲ button/■ button) when the sweet spot on the meter is reached (see below). If the meter goes beyond the sweet spot, it is a 'no-ball'.

Bowling Cursor



- Keep an eye on the Ball Counter for each Over and the stamina of your current bowler. At the end of the Over you have the chance to change the bowler.

4. Directional button/left analog stick to adjust the movement marker (see above) and apply spin or seam to the ball. The further you adjust the movement marker from the centre of the ball, the greater the spin or seam. The amount of spin or seam that can be applied is dependent on the type of delivery you selected when starting to bowl.

Ball Delivery Selection

Each type of bowler has a number of deliveries to choose from. Select one by pressing the relevant button (see below).

Note: A new bowler's details are displayed before he begins to bowl, indicating his bowling style as well as match statistics.

Fast/Medium-Fast Bowler

ACTION	CONTROL
Normal Delivery	✖ button
Slower Ball	▲ button
Leg Cutter	■ button
Off Cutter	● button

Medium Bowler

ACTION	CONTROL
Straight Delivery	✖ button
In-swinger	● button
Out-swinger	■ button

Off Spin Bowler

ACTION	CONTROL
Normal Delivery (Off Spinner)	✖ button or ● button
Arm Ball	▲ button

Leg Spin Bowler

ACTION	CONTROL
Normal Delivery (Leg Spinner)	✖ button or ■ button
Googly	● button
Flipper	▲ button

Pause Menu

Press the **START** button during a match (not in Practice Nets) to access the Pause menu. Directional button **UP/DOWN** to highlight one of the following options and press the ✖ button to select it.

RESUME: Resume the current game.

CAMERAS: Change the batting and fielding camera angle by selecting from a range of perspectives. Press the **L1/R1** button to highlight the new camera angle and press the ✖ button to select it. The angle will change for the next ball.

FIELD EDITOR: Change the field by selecting from a range of common and defensive fields. Directional button **UP/DOWN** to highlight the new field and press the ✖ button to select it. To create a custom field, select CUSTOM1-5 and press the ● button to begin editing the field. Press the **L1/R1** button to cycle through the fielders you wish to change and then directional button to choose the new position. Press the ✖ button to confirm your change.

BAT ORDER: Change the batting order. Direction button to highlight the player and press the ✖ button to select that player next in the new order.

DECLARE: When you're happy with the number of runs your team has amassed use this option to declare.

REPLAY: Watch a replay of the match in progress (see *Replay Controls* on p. 16).

AUTOPLAY: Speed up the game by jumping instantly to a defined point in the match (TO FALL OF WICKET/TO END OF INNING/5 OVERS), at which point you assume control of your team once more.

STATISTICS: Check out your team's statistics and analyse its performance by viewing the SCORECARD, BATTING STATS and BOWLING STATS, as well as WAGON WHEEL, SPIDER, WORM, PARTNERSHIP, MANHATTAN and HEARTBEAT graphs.

Note: HEARTBEAT and MANHATTAN graphs are only available in limited-over cricket.

CONDITIONS: View a summary of the state of play, Weather, Pitch Type, Temperature, Rain Forecast and Ball and Pitch Condition.

OPTIONS: Turn the Vibration function ON/**OFF**, decide whether you wish the Fielding and Running Scanners to be displayed, switch Run Assist and Ball Marker ON/**OFF**; adjust the SFX Level, Commentary Level and Crowd Level and turn the Menu Sound **ON**/OFF.

BOWL OTHER SIDE: Select to bowl on the other side of the wicket.

QUIT: Exit the current game and confirm to return to the menu screens.

Game Modes

Select GAMES MODES in the Main Menu and then choose an available club or international competition to take part in. To load a previously saved competition from your memory card (8MB) (for PlayStation®2), see *Loading Tournaments* on p. 17.

International

Reclaim the Ashes or win the World Championship as you progress through the gruelling International tournaments available.

To take part in an International:

1. Select GAME MODES in the Main Menu and then INTERNATIONAL in the Game Modes screen.
2. Choose an available competition in the International screen and follow the on-screen instructions to set your preferences. The Squad Select screen appears.

3. Select your squad using the AUTO option or the manual EDIT option. You can view each player's strengths by cycling through the special skills and bowling/batting player statistics (**L1/R1** button). When you have selected your squad, hightlight CONTINUE and press the ✖ button. The hub screen appears (see p. 12).

World Championship

Fourteen teams take part to win the most coveted trophy in limited-over cricket - the World Championship. The initial group stage consists of two groups of seven teams. After each team has played each other once, the top three in each group are entered into the 'Super Six' - a group in which each team plays the three teams it has yet to play. The points picked up at this stage are added to those won in the first phase and the four teams with the most points then enter into a knockout competition to decide the winner.

World Series

The World Series is a one-day tournament, hosted by Australia, involving between two and five teams. Each team plays the other teams in the group twice and then the top two teams play each other in a 3-match one-day series to decide the winner. The matches are limited-over, day/night matches (starting in the afternoon and finishing at night under floodlights).

Knockout

This limited-over tournament has a standard knockout structure that begins with eight teams in the first round. Each match is played on a one-off basis and two teams win through to the final.

Test Series

Take part in a series of between 1 and 6 Test Matches in any of the selected countries.

Foreign Tour

Participate in a variety of tours around the world, including the Ashes and tours of the Caribbean and South Africa.

Australian State/English County

Take an Australian State or English County cricket club to ultimate glory by winning over a demanding Season of One Day Matches, participate in the One Day League or challenge for one of the premier knockout competitions; the C&G Trophy.

To take part in an Australian State/English County game:

1. Select GAME MODES in the Main Menu and then AUSTRALIAN STATE or ENGLISH COUNTY in the Game Modes screen.
2. Choose an available competition in the selection screen. For the English County games you can select from a FULL SEASON, the Frizzell CHAMPIONSHIP, NATIONAL LEAGUE and C&G TROPHY. For the Austalian State games you have a choice between a FULL SEASON, the PURA MILK CUP and the ING CUP.
3. Follow the on-screen instructions to set your preferences. The hub screen appears (see p. 12).

Hub Screen

The hub screen charts the progress of every team in the current tournament/season as well as allowing you to save the current competition and review the results so far.

Note: The Hub Screen will change slightly throughout your progress in a tournament or season depending on which stage of the tour or season you are currently playing.

CONTINUE: Play the next fixture (the result appears immediately if no User teams are involved). For information on how to start a game see *Play Now* on p. 4.

STANDINGS: View the stages of a knockout competition with the logos of each participating team shown at each phase. View the results of the group stages of a competition before the knockout stages begin. The group standings, points and the number of games won or lost are displayed.

SCORECARD: View batting and bowling figures and the score for the last Tournament match.

FIXTURES: View the current Tournament's fixtures.

STATISTICS: View the overall record of your team, including partnership and fielding records.

SQUAD: View the players in every participating squad. View another squad using the **L1/R1** buttons or press the ● button to view player statistics.

SAVE GAME: Save the current Tournament to a memory card (8MB) (for PlayStation®2). See *Saving & Loading* on p. 16 for further information.

QUIT: Confirm at the prompt to exit the current Tournament.

Practice Nets

Practice batting or bowling in the nets against a human or CPU controlled player.

- In the Practice Nets screen, directional button **LEFT/RIGHT** to position the controller icon over the Batting or Bowling icons (depending upon which discipline you wish to practice) and then select START.

  Note: Listen to the commentary at the Practice Nets on how you can improve your batting and bowling.

Practice Menu

Press the **START** button to access the Practice Menu options. You can select whether the batsman or bowler is right or left handed and the type of bowler by cycling through the options using the **L1/R1** buttons. Highlight SWITCH BATTING/BOWLING to switch between batting and bowling and press the ✖ button.

Options

Select OPTIONS from the Main Menu screen to access the Options menu.

Game

VIBRATION: Set the Vibration function **ON** or OFF.

DIFFICULTY: Set the difficulty level of the game to EASY, **MEDIUM** or HARD.

WEATHER: Turn Weather effects **ON** or OFF.

CPU MATCHES: Choose to VIEW or **SKIP** matches played by CPU controlled teams.

INJURIES: Turn Injuries **ON** or OFF.

AUTOSAVE: Turn Autosave **ON**/OFF.

Sound

MENU SOUND: Turn menu sounds **ON** and OFF.

MUSIC: Turn menu music **ON** and OFF.

Display

Alter the display on your television to suit your preferences. Directional button to move the display and press the ▲ button to return to the Options menu.

Select User

Save your Options preferences to a memory card (8MB) (for PlayStation®2). See *Saving and Loading* on p. 16 for more information.

Delete User

Directional button **UP/DOWN** to highlight a saved profile. Then press the ✖ button to delete that profile and confirm at the prompt.

Team Management

Create new players using Team Management. Either start from scratch by selecting CREATE PLAYER or use an existing player as a template by selecting BASE COPY and selecting a player from the current database.

Player Creation

To choose the personal information for your player:

1. Press the **L1/R1** button and select PERSONAL INFO.
2. Directional button **UP/DOWN** to select the information to change.
3. To change the name, select EDIT NAME. Directional button and press the ✖ button to enter characters. Select DONE to enter the current name.

   Note: Select DELETE to remove the last character in the name.
4. Press the **L1/R1** button to cycle through the options. You can choose different features such as hair or body type and the team or position for that player.

   Note: The image on the screen adopts any new appearance selection.

To define the basic skills for your player:

1. Press the **L1/R1** button and select BASIC.
2. Directional button **UP/DOWN** to select the skill to change.
3. Press the **L1/R1** button to cycle through the options. You can choose the batting order, bowling style and fielding positions for your player.

To define the batting skill of your player:

1. Press the **L1/R1** button and select BATTING 1.
2. Directional button **UP/DOWN** to select the batting attribute you want to change.
3. With the chosen attribute highlighted, press or hold the **L1/R1** button to decrease/increase that attribute.
4. Directional button **UP/DOWN** to highlight BATTING 1 and press the **R1** button to select BATTING 2.
5. Directional button **UP/DOWN** to select the batting weakness or favourite shot of your player and press the ✖ button.

To define the bowling skill of your player:

1. Press the **L1/R1** button and select BOWLING.
2. Directional button **UP/DOWN** to select the bowling attribute you want to change.
3. With the chosen attribute highlighted, press or hold the **L1/R1** button to decrease/increase that attribute.

To define the fielding and other miscellaneous skills of your player:

1. Press the **L1/R1** button and select FIELDING-MISC.
2. Directional button **UP/DOWN** to select the attribute you want to change.
3. With the chosen attribute highlighted, press or hold the **L1/R1** button to decrease/increase that attribute (or to select the Captain Style and Star Player).

To define the general skills of your player:

1. Press the **L1/R1** button and select SKILLS.
2. Directional button **UP/DOWN** to select the general skill of your player and press the ✖ button.

To define the statistics of your player:

1. Press the **L1/R1** button and select STATISTICS.
2. Press the **L1/R1** button to select the type of match to which the statistics will apply.
3. Directional button **UP/DOWN** to select the statistic you want to change.
4. With the chosen statistic highlighted, press or hold the **L1/R1** button to decrease/increase that statistic.

To assign a commentary name for your player:

1. Press the **L1/R1** button and select ASSIGN SOUND.
2. Directional button **UP/DOWN** to find a name you wish the commentator to use for your player.
3. With the chosen name highlighted, press the ✖ button.

Adding a Created Player

To add your player to the game's database:

1. Select ADD TO DATABASE and press the ✖ button.
2. Directional button to select a team and press the ✖ button. Directional button **UP/DOWN** to highlight the player you wish to replace and press the ✖ button.

   Note: Repeat this process if you wish the player to belong to both a club side and an international team.

Editing a Created Player

1. Select BASE COPY and press the ✖ button.
2. Directional button to select a team and press the ✖ button. Directional button to select a player and press the ✖ button. Refer to the *Player Creation* section on p. 14 for information on editing players.

Deleting a Created Player

1. Select DELETE PLAYER and press the ✖ button.
2. Directional button **UP/DOWN** to highlight the created player you wish to delete, press the ✖ button and confirm at the prompt. The player is deleted from the database.

Hall of Fame

The Hall of Fame contains a record of your best performances and achievements in each of the difficulty levels along with a list of your Tournament successes so far.

TEST: See how you have done at Test cricket.

ODI: Check out your achievements at One Day Internationals.

FIRST CLASS: View the outstanding results at First Class cricket.

ONE DAY: See how you have done at One Day matches.

BY TOURNAMENT: Check out how many teams you have won each Tournament with.

TROPHY CABINET: View the trophies you have won in all their splendour.

Replay Controls

The Replay function in *EA SPORTS™ Cricket 2004* allows you to watch match action from any angle, allowing you to concentrate on a particular player or a specific aspect of play.

REPLAY FUNCTION	CONTROL
Play/pause	Tap ✖ button
Frame rewind/forward	Tap **L2/R2** button
Slow rewind/forward	Tap **L1/R1** button
Fast rewind/forward	Tap ■ button/● button
Toggle camera angles	Directional button **LEFT/RIGHT**
Move camera	Left analog stick
Tilt/pan camera	Right analog stick
Hide control summary	**SELECT** button
Exit replay	▲ button

Saving and Loading

Saving Preferences

As long as a memory card (8MB) (for PlayStation®2) is inserted in MEMORY CARD slot 1, preferences are AutoSaved each time they are changed.

Saving a Game

You can save a game or tournament from within its individual game mode by selecting SAVE GAME in either the End of Over menu (during a match) or the Tournament hub screen (between matches).

To save your progress:

1. Directional button to select an empty save slot and press the ✖ button.
- If you are overwriting a full slot, confirm that you wish to do this at the prompt.
2. The game is saved.

Saving Settings

To save changes to game Settings:

1. Select SELECT USER in the Options menu and press the ✖ button.
2. Confirm at the prompt.
3. The current Settings are saved for that User Profile.

- Any unlocked bonus teams, tournaments and stadiums are also saved.

  Note: If a memory card (8MB) (for PlayStation®2) is inserted when the game is next switched on, these settings will be the default for the game.

Loading Tournaments

To load previously saved Tournaments:

1. Select LOAD GAME in the Game Modes screen. The Load Game screen appears.
2. Directional button **UP/DOWN** to highlight the saved game slot from which you wish to load the saved Tournament and press the ✖ button.
3. Confirm at the prompt. The game loads.
4. Press the ✖ button to continue playing the saved game.

Appendix A: Basic Rules of Cricket

In case you're stumped, here's a brief rundown of some of the key elements of the game of cricket.

Cricket is a game played by two teams of 11 players on a large, predominantly circular grass field that has a 22-yard long strip near its centre. This strip has three wooden stumps (wickets) placed in the ground at either end, upon which are balanced two 'bails'. Batsmen try to protect their wicket from bowlers, who can dismiss them in a number of ways, including hitting the wicket with the ball. Matches can vary in length from a one-day game to a full five day Test Match and a Test Series can consist of as many as five matches.

For simplicity's sake, let's start by looking at a limited-overs match.

Each team bats once for a specified number of 'overs' (a series of six balls bowled by one bowler from the opposing team). After each over, the fielding team switches positions and the ball is bowled from the opposite end of the ground by a different bowler.

Throughout the match, there are always two batsmen on the field, each standing by one of the wickets. Their aim is to score runs by hitting the ball into the areas not patrolled by members of the fielding team and then running between the wickets before a fielder can retrieve the ball and return it to a wicket. Should either batsman not reach his ground (or crease) before a fielder 'breaks' the wicket with the ball, then he is **Run-Out**.

A batsman is also out if he is:

- **Bowled**: A bowler's delivery hits the wicket behind a batsman and knocks the bails off.
- **Caught**: A batsman's shot it is caught by a member of the fielding side before the ball touches the ground.
- **Leg Before Wicket (LBW)**: A batsman places his body in the path of a delivery that was destined to hit his wicket.

- **Stumped:** The wicket-keeper takes a bowler's delivery and breaks the batsman's stumps while he has strayed out of his crease in order to play a shot.

If the batsman hits the ball out of the playing area (over the boundary) without it bouncing, he scores SIX runs. If he hits it to the boundary's edge along the ground, he scores FOUR runs.

When one batsman is out, one of his team-mates comes in to bat. This process continues until either the bowling team completes its allotted overs or the batting team have no more batsmen to come in to bat (a batsman cannot bat on his own so, although there are 11 players in a team, only ten batsmen can be out).

Test Matches

Although the basic playing rules are the same, Test Matches differ from limited-over matches in that each side has two innings from which to achieve the highest aggregate score. There are also no limits on the number of overs bowled in an innings, which ends either when a team loses all its wickets or when the batting captain decides his team has a high enough total and 'declares', thus inviting the opposition to bat. The length of Test Matches (5 days) makes them more susceptible to weather conditions, which have to be taken into account when each captain is planning his tactics. If the five days come to an end before the match reaches a conclusion, it is drawn.

Appendix B: Game Conditions

In *EA SPORTS™ Cricket 2004,* the match conditions accurately reflect the stadium and country where the game is being played. For example, at Perth (Australia) there is always a strong chance of a fast, bouncy pitch, at Madras (India) the weather will most likely be very hot and at Leeds the conditions are likely to be overcast and mild with a reasonable chance of rain.

The game also takes into account the condition of the ball, the pitch, the weather and temperature.

Ball Condition

The condition of the match ball is a key factor in the game of cricket and has a critical effect on the type of ball bowled. As the ball gets hit by the bat in over after over, it loses its shine and 'ages'. This chart illustrates the effects as the ball ages up to 95 overs and beyond, on a normal pitch in cloudy and warm conditions.

Ball Age (overs)	Seam	Swing	Spin	Bounce
New to 15	High	High	Very Little	High
16 to 30	Normal	Quite High	Normal	Normal
31 to 50	Very Little	Normal	Normal	Normal
50 to 75	None	Very Little	Normal	Normal
75 to 95	None	Negligible	Normal	Below Normal
95 to Old	None	None	Very little	Below Normal

- **'Seam'** is the lateral movement of the ball off the pitch when it bounces. A seam bowler (Fast/Medium Fast) is always trying to achieve this.
- **'Swing'** is the movement in the air before the ball pitches on the ground.
- **'Spin'** is the spin generated off the ground after it has pitched.
- **'Bounce'** is the amount of bounce a short-pitched ball generates. This can be used to intimidate the batsman into a risky, defensive shot.

Weather and Temperature Conditions

When it comes to Swing bowling, the most important factor is always the weather - but remember that Medium and Fast bowlers will begin to tire quickly in certain conditions.

WEATHER	TEMPERATURE	BALL EFFECTS	EFFECT ON MEDIUM-FAST BOWLERS (OVERS BEFORE BEGINNING TO TIRE)
Sunny	Hot	None	6
Sunny	Hot and Humid	Swings More	5
Cloudy	Humid	Swings More	7
Cloudy	Warm	Swings a bit more	8
Overcast	Warm	Swings More	8
Overcast	Mild	None	8
Grey	Humid	Swings a bit more	7
Grey	Mild	None	8

Pitch Conditions

One of the most important factors for Seam, Spin and Bounce (see above for explanations) is the condition of the pitch. This chart shows how a different pitch has different effects on the game.

PITCH TYPE	BALLBOUNCE	PITCH SPEED	OUTFIELD SPEED	MED/FAST BOWLERS	MEDIUM BOWLERS	SPIN BOWLERS
HARD	Very High	Very Fast	Very Fast	Faster and higher bounce	Faster and higher bounce	Increased spin and bounce
DUSTY	High	Fast	Fast	Faster and higher bounce	Faster and higher bounce	Extreme spin and irregular bounce
DRY	High	Fast	Fast	Faster and higher bounce	Faster and higher bounce	Increased spin and bounce becoming more extreme over time.
NORMAL	Regular	Regular	Regular	Regular	Regular	Regular
GREEN	Regular	Regular	Regular	Constant lateral Movement off the pitch (seam)	Regular	Very little spin
DAMP	Low	Slow	Slow	Slower and lower bounce	Slower and lower bounce	Increased spin. Slow and low bounce.
WET	Low	Slow	Slow	Slower and lower bounce	Slower and lower bounce	Increased spin. Slow and low bounce.

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